

**Abstract of the Disclosure**

5 A method and apparatus for achieving the storing, manipulating and rendering of large-scale 2D displays (e.g., a large-scale communications network topology) using a conventional computer system and its secondary memory. Utilizing a modified quad tree data structure in combination with certain indexing and viewing methodologies achieves the storing, loading, rendering, and navigating of, large-scale topologies utilizing the secondary memory of a conventional computer system.